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<b>(21) International Application Number:</b> PCT/US99/02656 <b>(22) International Filing Date:</b> 8 February 1999 (08.02.99) <b>(30) Priority Data:</b> 09/218,726 22 December 1998 (22.12.98) US <b>(71) Applicant (for all designated States except US):</b> AC PROPERTIES B.V. [NL/NL]; Parkstraat 83, NL-2514 JB, 'S Gravenhage (NL). <b>(72) Inventors; and</b> <b>(75) Inventors/Applicants (for US only):</b> BERTRAND, Benoit, Patrick [CA/CA]; 1920 Rossignol, Brossard, Quebec J4X 2C6 (CA). POON, Alexander, Han, Leung [US/US]; 51 Pratte Lane, Wolcott, CT 06716 (US). WILLS, Kerry, Russell [US/US]; 142 Grissom Road, Manchester, CT 06040 (US). <b>(74) Agent:</b> STEPHENS, L., Keith; Hickman Stephens & Coleman, LLP, P.O. Box 52037, Palo Alto, CA 94303-0746 (US).		<b>(81) Designated States:</b> AL, AM, AT, AU, AZ, BA, BB, BG, BR, BY, CA, CH, CN, CU, CZ, DE, DK, EE, ES, FI, GB, GE, GH, GM, HR, HU, ID, IL, IS, JP, KE, KG, KP, KR, KZ, LC, LK, LR, LS, LT, LU, LV, MD, MG, MK, MN, MW, MX, NO, NZ, PL, PT, RO, RU, SD, SE, SG, SI, SK, SL, TJ, TM, TR, TT, UA, UG, US, UZ, VN, YU, ZW, ARIPO patent (GH, GM, KE, LS, MW, SD, SZ, UG, ZW), Eurasian patent (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM), European patent (AT, BE, CH, CY, DE, DK, ES, FI, FR, GB, GR, IE, IT, LU, MC, NL, PT, SE), OAPI patent (BF, BJ, CF, CG, CI, CM, GA, GN, GW, ML, MR, NE, SN, TD, TG).  <b>Published</b> <i>With international search report.</i>
<b>(54) Title:</b> A SYSTEM, METHOD AND ARTICLE OF MANUFACTURE FOR A GOAL BASED SYSTEM UTILIZING A SPREADSHEET AND TABLE BASED ARCHITECTURE		
<b>(57) Abstract</b> <p>A system is disclosed that provides a goal based learning system utilizing a rule based expert training system to provide a cognitive educational experience. The system provides the user with a simulated environment that presents a business opportunity to understand and solve optimally. Mistakes are noted and remedial educational material presented dynamically to build the necessary skills that a user requires for success in the business endeavor. The system utilizes an artificial intelligence engine driving individualized and dynamic feedback with synchronized video and graphics used to simulate real-world environment and interactions. Multiple "correct" answers are integrated into the learning system to allow individualized learning experiences in which navigation through the system is at a pace controlled by the learner. A robust business model provides support for realistic activities and allows a user to experience real world consequences for their actions and decisions and entails realtime decision-making and synthesis of the educational material. The system is architected around a spreadsheet and table of components to manage and control the system.</p>		